



SKILL PROFICIENCY REACHED. SKILL <ENHANCED VISION> LV9 BECAME LV10.

CONDITION CLEARED. SKILL <FAR SIGHT LV1> HAS BEEN DERIVED FROM <ENHANCED VISION LV10>.







<FAR SIGHT>
ENABLES USING MAGNIFICATION
TO OBSERVE SCENERY FROM A
DISTANCE.

00H !?









THIS IS GREAT!!
I CAN SEE BOTH
THE MAGNIFIED
AND THE NORMAL
PICTURE!!













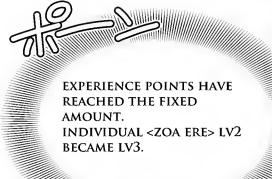










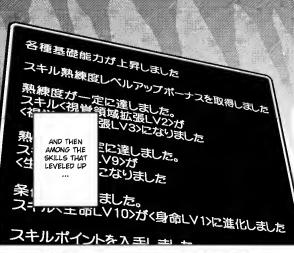




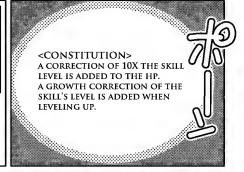








I WONDER IF THE OTHER STATUS TYPE SKILLS WILL HAVE THESE CORRECTIONS TOO IT LOOKS
LIKE THE
SAME TYPE
AS
HERCULEAN
STRENGTH



WELL THEN,
I WONDER IF
THERE'S ANY EVIL
EVE SKILLS ADDED
TO MY LIST





FEVIL EYE OF CURSE (100): INFLICTS CURSE ATTRIBUTE DAMAGE TO THINGS THAT ENTER YOUR LINE OF SIGHT.

"EVIL EYE OF EXTINCTION (100): INFLICTSCORROSION ATTRIBUTE DAMAGE TO THINGS THAT
ENTER YOUR LINE OF SIGHT."

FEVIL EYE OF PARALYSIS (100): INFLICTS PARALYSIS ATTRIBUTE DAMAGE TO THINGS THAT ENTER YOUR LINE OF SIGHT.

"EVIL EYE OF PETRIFACTION (100): INFLICTS PETRIFACTION ATTRIBUTE DAMAGE TO THINGS THAT ENTER YOUR LINE OF SIGHT."

FEVIL EYE OF DISTURB (100): INFLICTS HERESY ATTRIBUTE EFFECT 「DISTURB」 TO THINGS THAT ENTER YOUR LINE OF SIGHT』

FEVIL EYE OF PHANTOM PAIN (100): INFLICTS HERESY ATTRIBUTE EFFECT FHANTOM PAIN TO THINGS THAT ENTER YOUR LINE OF SIGHT

『EVIL EYE OF INSANITY (100): INFLICTS HERESY ATTRIBUTE EFFECT 「INSANITY」 TO THINGS THAT ENTER YOUR LINE OF SIGHT』

FEVIL EYE OF CHARM (100): INFLICTS HERESY
ATTRIBUTE EFFECT 「CHARM」 TO THINGS THAT ENTER
YOUR LINE OF SIGHT』

FEVIL EYE OF HYPNOSIS (100): INFLICTS HERESY ATTRIBUTE EFFECT [HYPNOSIS] TO THINGS THAT ENTER YOUR LINE OF SIGHT.

TEVIL EYE OF FEAR (100): INFLICTS HERESY ATTRIBUTE EFFECT FEAR TO THINGS THAT ENTER YOUR LINE OF SIGHT























SKILL <EVIL EYE OF CURSE> HAS BEEN RECEIVED. YOU HAVE 0 SKILL POINTS LEFT.

<CURSE>: DECREASES EVERY BASIC ABILITY AND DOES DAMAGE TO HP, MP AND SP.



